

EAST Search History

EAST Search History (Prior Art)

| Ref # | Hits | Search Query | DBs | Default Operator | Plurals | Time Stamp |
|-------|------|---|---|------------------|---------|---------------------|
| L1 | 1 | 10/726612 | US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT | AND | ON | 2011/02/11 20:20 |
| L2 | 2130 | (game gaming) adj field | US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT | AND | ON | 2011/02/11 20:30 |
| L3 | 3594 | (game gaming) adj2 field | US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT | AND | ON | 2011/02/11 20:31 |
| L4 | 102 | (game gaming) with field (player user) with (operation input) image angle pixel with calculat\$3 | US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT | AND | ON | 2011/02/11 20:32 |
| L5 | 9 | 4 base with model | US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT | AND | ON | 2011/02/11 20:32 |
| L6 | 9 | 4 base with model @ad<="2002355882" | US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT | AND | ON | 2011/02/11 20:34 |
| L7 | 4 | 4 base with model @ad<="20021206" | US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT | AND | ON | 2011/02/11 20:34 |
| L8 | 6 | 4 base with model @ad<="20041206" | US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT | AND | ON | 2011/02/11 20:34 |
| L9 | 0 | (game gaming) with field (player user) with (operation input) image angle pixel with calculat\$3 2p | US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT | AND | ON | 2011/02/11 20:41 |

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| L10 | 54 | (game gaming) with field (player user) with (operation input) image angle pixel with calculat\$3 p | US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT | AND | ON | 2011/02/11 20:42 |
| L11 | 23 | 10 @ad<="20031206" | US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT | AND | ON | 2011/02/11 20:42 |
| L12 | 4 | (game gaming) with field (player user) with (operation input) image angle with pixel with calculat\$3 | US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT | AND | ON | 2011/02/11 20:43 |
| L13 | 84 | (game gaming) with field (player user) with (operation input) image angle with pixel | US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT | AND | ON | 2011/02/11 20:44 |
| L14 | 25 | (game gaming) with field (player user) with (operation input) image with angle with pixel | US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT | AND | ON | 2011/02/11 20:44 |
| L15 | 6 | (game gaming) with field (player user) with (operation input) image with angle with pixel @ad<="20031206" | US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT | AND | ON | 2011/02/11 20:44 |
| L17 | 12 | ((game gaming) field (player user) (operation input) composi t\$3 image).clm. | US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT | AND | ON | 2011/02/11 20:56 |
| L18 | 12 | ((game gaming) field (player user) (operation input) composi t\$3 image).clm. | US-PGPUB; USPAT | AND | ON | 2011/02/11 20:56 |
| S1 | 1236 | game adj field | US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT | AND | ON | 2006/11/06 08:18 |
| S2 | 2 | game adj field composition adj rate | US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT | AND | ON | 2006/11/06 08:18 |
| S3 | 94 | game adj field viewpoint | US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT | AND | ON | 2006/11/06 08:20 |

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| S4 | 5 | (game play\$3) adj field composition adj rate | US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT | AND | ON | 2006/11/06 08:27 |
| S5 | 207 | (game play\$3) adj field change with (viewpoint light) | US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT | AND | ON | 2006/11/06 08:48 |
| S6 | 53 | S5 texture | US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT | AND | ON | 2006/11/06 09:07 |
| S7 | 24 | S6 model | US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT | AND | ON | 2006/11/06 09:07 |
| S8 | 38 | S6 model\$3 | US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT | AND | ON | 2006/11/06 09:08 |
| S9 | 4 | (5877769 6049337).pn. | US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT | AND | ON | 2010/07/16 21:50 |
| S10 | 1 | (5877769 6049337).pn. ratio | US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT | AND | ON | 2010/07/16 21:50 |
| S11 | 0 | composit\$3 with ratio with angle with (second adj2 image) | US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT | AND | ON | 2011/01/24 11:35 |
| S12 | 11 | composit\$3 with ratio with angle (second adj2 image) | US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT | AND | ON | 2011/01/24 11:35 |
| S13 | 112 | composit\$3 with pixel with angle with image | US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT | AND | ON | 2011/01/24 11:37 |

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| S14 | 71 | composit\$3 with pixel with angle with image (ratio rate) | US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT | AND | ON | 2011/01/24 11:39 |
| S15 | 4 | composit\$3 with pixel with angle with image (ratio rate) (game gaming) | US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT | AND | ON | 2011/01/24 11:40 |

EAST Search History (Interference)

| Ref # | Hits | Search Query | DBs | Default Operator | Plurals | Time Stamp |
|-------|------|--|--------------------------|------------------|---------|------------------|
| L16 | 1 | ((game gaming) field (player user) (operation input) composit\$3 image).clm. | USPAT; UPAD | AND | ON | 2011/02/11 20:56 |
| L19 | 1 | ((game gaming) field (player user) (operation input) composit\$3 image).clm. | USPAT; UPAD | AND | ON | 2011/02/11 20:57 |
| L20 | 0 | ((game gaming) field (player user) (operation input) composit\$3 image base model).clm. | USPAT; UPAD | AND | ON | 2011/02/11 20:58 |
| L21 | 1 | ((game gaming) field (player user) (operation input) composit\$3 image base model).clm. | US-PGPUB; USPAT; UPAD | AND | ON | 2011/02/11 20:58 |
| L22 | 12 | ((game gaming) field (player user) (operation input) composit\$3 image).clm. | US-PGPUB; USPAT; UPAD | AND | ON | 2011/02/11 20:58 |
| L23 | 5 | ((game gaming) field (player user) (operation input) composit\$3 image base).clm. | US-PGPUB; USPAT; UPAD | AND | ON | 2011/02/11 20:59 |
| L24 | 5 | ((game gaming) field (player user) (operation input) composit\$3 image base angle).clm. | US-PGPUB; USPAT; UPAD | AND | ON | 2011/02/11 20:59 |
| L25 | 3 | ((game gaming) field (player user) (operation input) composit\$3 image base angle first second).clm. | US-PGPUB; USPAT; UPAD | AND | ON | 2011/02/11 20:59 |
| L26 | 0 | ((game gaming) field (player user) (operation input) composit\$3 image base angle pixel).clm. | US-PGPUB; USPAT; UPAD | AND | ON | 2011/02/11 21:00 |

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| L27 | 0 | ((game gaming) field (player user) (operation input) composit\$3 image angle pixel).clm. | US-PGPUB; USPAT; UPAD | AND | ON | 2011/02/11 21:00 |
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2/ 11/ 2011 9:00:34 PM

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